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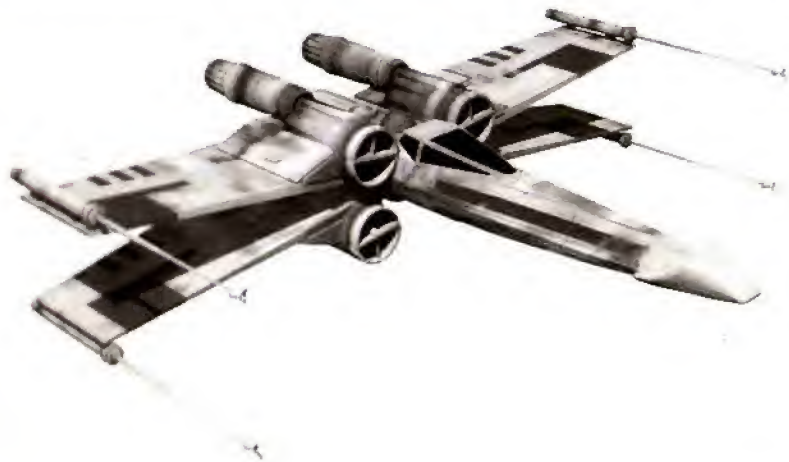
STAR WARS X-WING

COLLECTOR'S CD-ROM

STARFIGHTER PILOT MANUAL

• TECHNICAL DATA AND OPERATIONAL USE •



INCOM X-WING SPACE SUPERIORITY FIGHTER

KOENSAYR Y-WING FIGHTER/BOMBER

DODONNA/BLISSEX A-WING FIGHTER/INTERCEPTOR

SLAYN & KORPIL B-WING HEAVY ASSAULT FIGHTER

Welcome to the Rebel Alliance! This pilot manual contains highly confidential information on Alliance starfighters, their controls and weapon systems and their proper employment. To become a starfighter pilot, you must study this manual as if your life depended on it, because it does! As a member of the Rebel Alliance, it is your duty to ensure that this document does not fall into the hands of the Empire or its agents. Guard it with your life! Unauthorised possession or use is considered treason and will be punished to the fullest extent of the law.

GOOD LUCK AND

MAY THE FORCE BE WITH YOU!

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REGISTRATION

To join the Rebel Alliance you must first register. After the X-WING introduction you are transferred to the flagship *Independence*. There you must enter your pilot-name to the registration protocol droid for security verification. A guard is present to make sure you are not an Imperial spy!

STEP ❶ Enter a new pilot name or select a name from your pilot list.

STEP ❷ Move the pointer to the door on the left and select "ENTER SPACEPORT."

ABOARD THE HIGH COMMAND FLAGSHIP INDEPENDENCE

Once aboard the *Independence* you have many options. These include the PILOT PROVING GROUND where you are expected to begin your training, HISTORICAL COMBAT, where you will hone your skills in re-creations of encounters with Imperial Forces, and TOUR OF DUTY where you will be assigned a series of real combat missions against the Empire. Between training exercises and missions you may wish to visit the FILM ROOM to view recordings made during your previous flights or the TECH ROOM where you can study detailed schematics of the spacecraft you will encounter.

Throughout the following areas simply point and click on the area, door, option or button you wish to activate. By pointing at an area of the screen, its function will be displayed with text appearing on the screen. (The **Arrow** keys followed by pressing **Enter** will work if you prefer.) The **Esc** key will activate the Game Options Dialog.

PILOT REGISTRATION

Should you wish to allow another pilot to fly, you will have to return to the registration droid to call up their records first.

❶ Select "REGISTRATION" by clicking on the bottom right door of the spaceport.

❷ Type the name of the pilot or select one from the list.

Once the registration droid has accessed the pilot's records, click on the left door to "ENTER SPACEPORT."

❸ At this desk, you can also check on your selected pilot's log, his merits, and/or delete pilots from the record.

❹ At the Pilot Registration Desk, there is an extra button labelled "Modify Pilot," Clicking on this button will bring up a window with three more buttons, "Revive," "Delete," and "Cancel."

Clicking on "Revive" will cause an inactive (either dead or captured) pilot to become active again. Revived pilots will have a score of 0, but will otherwise be the same as they were when they were killed or captured.

Clicking on "Delete" will cause the currently selected pilot's file to be deleted from your hard drive. A deleted pilot cannot be revived and will no longer appear in any pilot selection screen.

Clicking on "cancel" will do nothing, except close the window.

PILOT PROVING GROUND

Also known as the "MAZE," this is where you will fly an increasingly challenging series of obstacle courses. Each exercise briefing will outline the requirements for success. Be aware that the gates and platforms are actually holographic projections with which you can safely collide. You are scored on speed through the course, the total number of gates flown through, and the number of targets destroyed.

❶ Select PROVING GROUND at the spaceport by clicking on the left hangar door.

❷ Select your spacecraft and difficulty level at the READY Room.

❸ Clicking on the viewscreen will cycle through the greetings, high scores, instructions, and various animations of Rebel starfighters. Clicking on the text bars will refresh the instructions in the viewscreen.

❹ Click on the door on the right to "ENTER MAZE." (If you wish to "RETURN TO SPACEPORT" choose the left door.)

You'll now find yourself flying in your selected spacecraft through an obstacle course. The course is designed to test your skills in manoeuvring through gates and firing at fixed targets in 3-D space. There are a total of eight levels for each starfighter. Complete all eight levels and receive a flight badge.

You'll get a post-flight evaluation in the DEBRIEFING Room.

HISTORICAL COMBAT

This is as close to the real thing as it gets! Here you will polish your skills in re-creations of actual encounters with Imperial Forces. Pay careful attention to the tactics used by the Empire. These reenactments of historical engagements allow you to develop the repertoire of combat skills you will need to successfully defeat your opponent(s) in battle. Completed Tour of Duty missions are replayed here.

❶ Select HISTORICAL COMBAT at the Spaceport by clicking on the middle hangar door.

❷ Select your spacecraft and mission at the COMBAT READY Room.

❸ Clicking on the viewscreen will cycle through the greetings, high scores, instructions, and various animations of Imperial starfighters. Clicking on the text bars will refresh the instructions in the viewscreen.

❹ Click on the door on the right to "ENTER COMBAT BRIEFING." (If you wish to "RETURN TO SPACEPORT," click on the left door.)

❺ A description of your mission will be displayed. (For detailed instructions, check the MISSION BRIEFING section of this manual.)

❻ Click on the door on the right to proceed to the "PILOT ROSTER" flight deck. (You may "ABORT MISSION" by choosing the left door.)

❼ At the PILOT ROSTER flight deck, click on the starfighter launching bay to "ENTER MISSION." (You may also click on the locker door to "VIEW AWARDS" or "VIEW PILOT LOG," or click on the helmet to "RETURN TO BRIEFING.")

❽ The New Missions in X-Wing CD-ROM will be available here under "BONUS MISSIONS."

If you choose "ENTER MISSION," you'll find yourself flying in your designated starfighter and mission.

You'll get a post-flight evaluation in the COMBAT DEBRIEFING Room.

TOUR OF DUTY

Successful starfighter cadets are promoted to Flight Officer and may be assigned their first Tour of Duty. The success of the Rebellion depends on the efforts of every being. As a starfighter pilot, you will play a critical role in the struggle against the Empire. It is recommended, but not required, that you complete each Tour of Duty in order.

❶ To begin a new TOUR OF DUTY, select the desk to the right of the spaceport. To continue an existing tour, select the hangar door behind the desk.

❷ At the TOUR OF DUTY desk, make your selection by clicking the arrows until the tour you wish to fly is displayed.

❸ To "ENTER TOUR," click on the door on the right, (or click on the left door to "EXIT TOUR DESK.")

❹ Some of the missions in X-Wing can be very challenging. For these missions, we have included two options, a NEW mission, which is easier, and the CLASSIC mission, which is the original, more challenging mission.

To switch between the two versions, press the ESC key anytime before a mission to bring up the OPTIONS DIALOG box. Click on the NEW/CLASSICS button to change options. The game will automatically default to the NEW missions. Combat Briefings will be identical in either version. The modified missions are:

Tour 1, Mission 4
Tour 1, Mission 8
Tour 1, Mission 10
Tour 2, Mission 1
Tour 2, Mission 5
Tour 3, Mission 8
Tour 3, Mission 13
Tour 3, Mission 14
Tour 4, Mission 20
Tour 5, Mission 19
X-wing Historical Mission 3
Y-wing Historical Mission 6

Note: A successfully completed mission from the Tour of Duty may be replayed as an Historical Combat mission.

FILM ROOM (FLIGHT RECORD VIEWING ROOM)

The ability to review your flight performance after and during a mission is the most powerful tool you have for evaluating your progress. You must activate your starfighters flight camera during flight to record a film. Thereafter, you have the choice of reviewing your film during flight or in the Film Room. To review a film clip in the Film Room, you must save it at the end of your mission.

Use the Film Room to identify your mistakes. As you improve, you will find it an excellent place to boast of your accomplishments!

❶ Onboard the flagship *Independence,* select "FILM ROOM" by clicking on the small door in the centre right of the spaceport.

❷ Select the flight film you wish to view and click on LOAD. Once your film clip is loaded you may activate the various film control options by pressing the keyboard key corresponding to the highlighted letter on the film control button.

KEY	NAME	FILM CONTROL OPTION
P	PLAY	Starts and stops playback of film
R	REWIND	Rewinds film to start
A	ADVANCE	Turns film advance mode on and off
E	ENTER SIM	You may enter your combat flight at any time during the film clip, however, the camera cannot be reused and pilot records are not updated.
L	LOAD	Loads a new film clip.

F	FOLLOW/ FREE	Toggles between FOLLOW and FREE view mode. FOLLOW: Camera will follow object selected in CAMERA POS box. FREE: Camera is free-floating in space.
C	CAMERA POSITION	Cycles through the camera position of each ship.
Shift C		Cycles through the camera position of each ship in reverse order.
T	TRACK	Track mode on and off. In track mode, the camera is always pointed at the object selected in the object box.
O	OBJECT	Cycles through objects to be tracked.
Shift O		Cycles through objects in reverse order.
Enter	left mouse button/ 1st joystick button	Zooms camera in.
Ctrl	right mouse button/ 2nd joystick button	Zooms camera out.

You may change your camera position and angle by using your joystick, mouse, or direction keys.

TECH ROOM (TECHNICAL SPECIFICATIONS AND SCHEMATICS VIEWING ROOM)

This is where you will find detailed specifications and plans for all of the spacecraft you are likely to encounter. This information should help you formulate the best plan of attack for any situation.

❶ Select "TECH ROOM" by clicking on the small door in the centre left of the Spaceport.

❷ You may view the different spacecraft by clicking on the upper right or left arrows.

❸ Within Schematics, you may also select specific ship systems to be highlighted by clicking on the bottom left or right arrows.

❹ To "RETURN TO SPACEPORT," click on the left door.

MISSION BRIEFING

In the MISSION BRIEFING, you'll be given a description of the mission beginning with an animated map showing the locations of the forces involved. The map will automatically scroll and zoom to each object or group to highlight mission priorities. The accompanying on-screen text provides you with a brief description of your mission.

You may pause, rewind or play the animation by using the buttons beneath the viewscreen. Clicking on the "Page 1 of ..." box will advance through each section of the mission's briefing.

You may click on lower left and right arrows to select a more detailed description of the mission.

By stopping the briefing and pointing to a ship displayed in the animated map, you will receive further information on that particular ship.

PILOT ROSTER

You may assign pilots to any or all friendly starfighters in the mission by clicking on the ship and then clicking on the pilot. To carry out the mission, click on the right to "ENTER MISSION." Click on the pilot helmet to return to the briefing room.

You may also select different flight groups and assign pilots to them.

Assigned pilots are highlighted yellow and light-green within the currently active flight group. Dark-green highlighted pilot names are assigned to other flight groups. Grey highlighted pilot names are not on duty and may be assigned to the current flight group.

Selecting a yellow highlighted pilot name will clear the pilots current assignment. This pilot is now ready to be re-assigned to a new flight group and starfighter.

Selecting a light-green highlighted pilot name will activate this pilot and his/her corresponding starfighter.

Dark-green highlighted pilot names can only be selected by changing the active flight group (using the top left and right arrows) until that pilot is highlighted yellow or light-green.

The lower left and right arrows allow you to select additional pilots.

Special note: If you have selected unlimited weapons, invulnerable mode or no starfighter collisions as part of your in-flight options, the mission will not count and your pilot record will not be updated.

MERITS/PILOT LOG

If you are successful in the mission you may be given an award by the Alliance High Command. You will receive a Starfighter Badge for each spacecraft after successful completion of an entire mission series in the Pilot Proving Ground. Battle Patches are awarded for each successful Historical Combat mission. On a Tour of Duty you will earn campaign ribbons and special commendations. These medals are only awarded for exceptional achievements in battle by the Alliance Commander-in-Chief herself, Mon Mothma. To proceed, press Enter or click a button. Inside the Pilot Log desk drawer, you may review records of your current pilot.

Medals and awards gained during the Imperial Pursuit or B-wing operations, may be viewed in your Medals Case, which may be accessed through the Merits or Pilot Log option.

MISSION DEBRIEFING

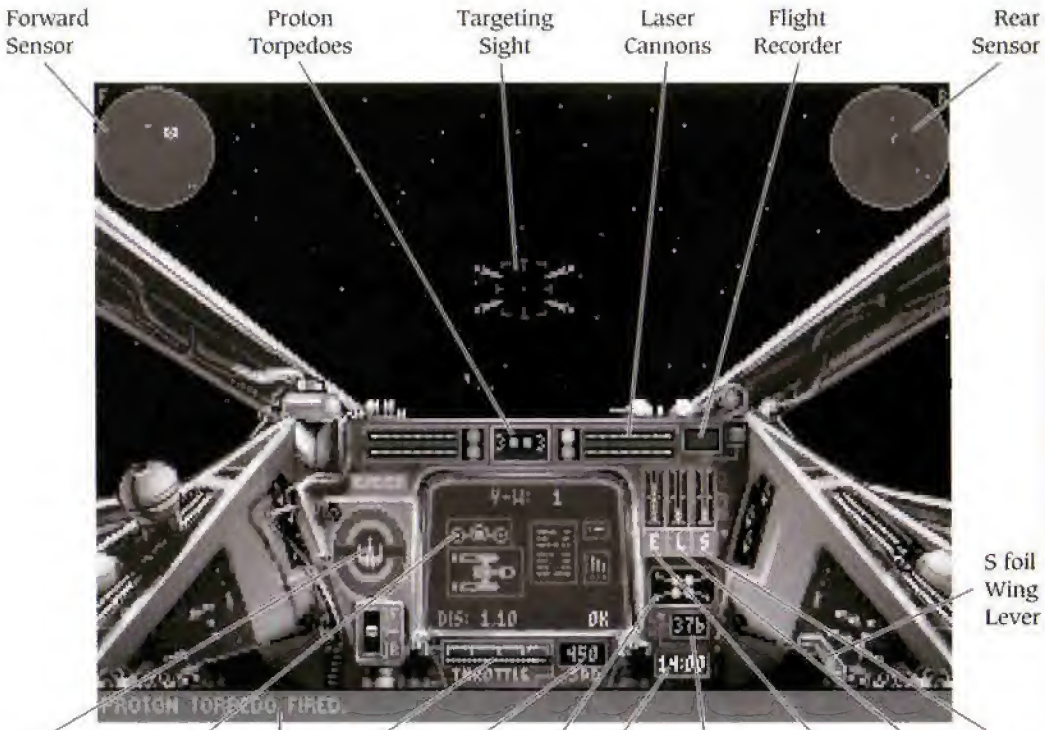
After each mission you survive you will be given a MISSION DEBRIEFING. There, an evaluation and statistics, showing your performance on your last mission, is displayed. Pay special attention to the mission goals, those completed and not completed. For your mission to be considered a success, *all* goals must be met. When you are ready to proceed, click on the door and you will return to the appropriate READY ROOM or BRIEFING ROOM.

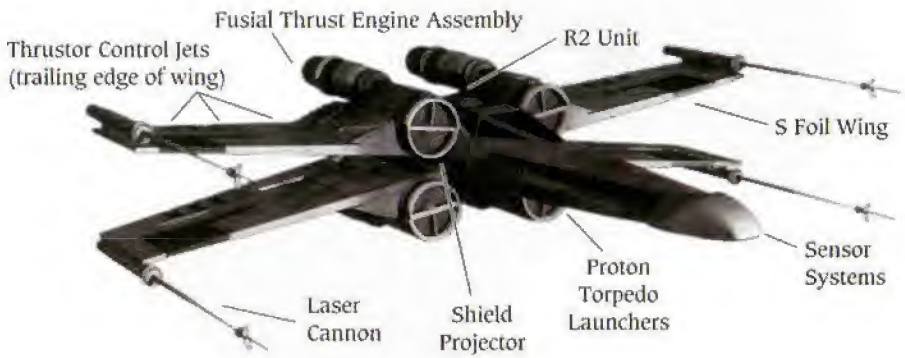
Selecting left or right arrows buttons will display additional debriefing informations pages.

COCKPIT INSTRUMENTATION FOR X-WING, A-WING, Y-WING, AND B-WING STARFIGHTERS

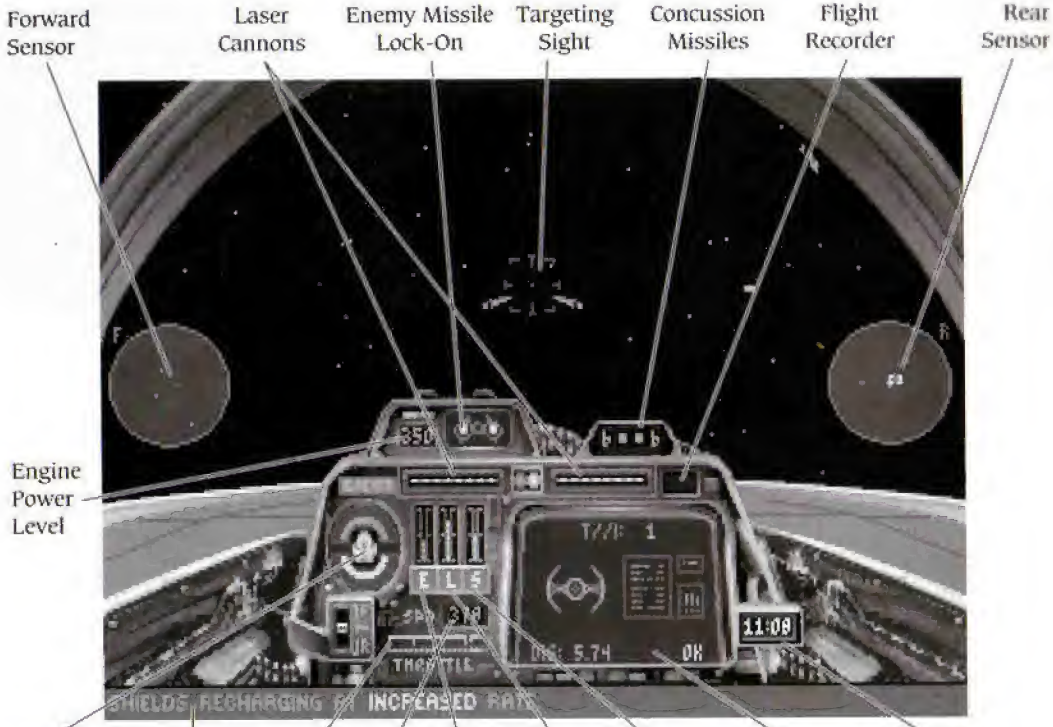
The cockpit instrumentation of the X-wing, A-wing, Y-wing, and B-wing starfighters were deliberately designed to share much in common with each other. While the weapons configuration and the actual positions of some instruments may differ, their overall similarity should allow you to familiarise yourself quickly with any of our starfighters once you've completed your training in one.

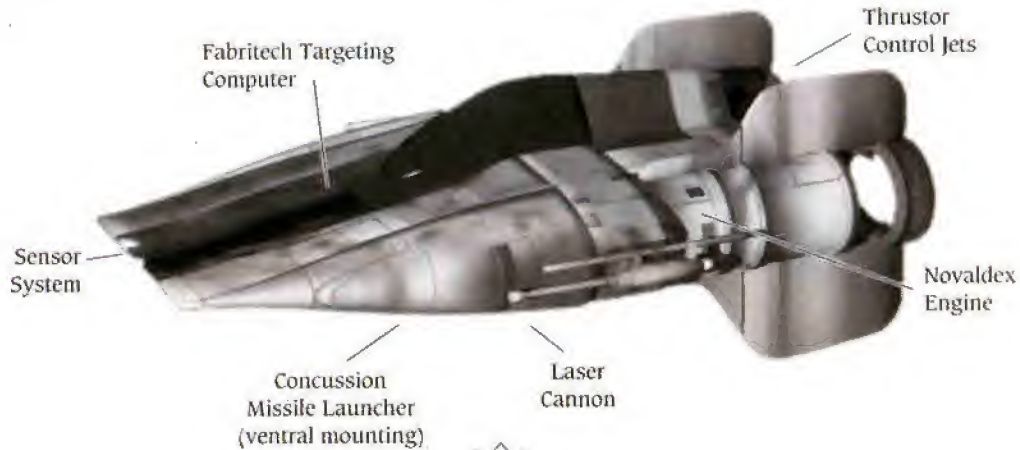
INCOM X-WING SPACE SUPERIORITY FIGHTER



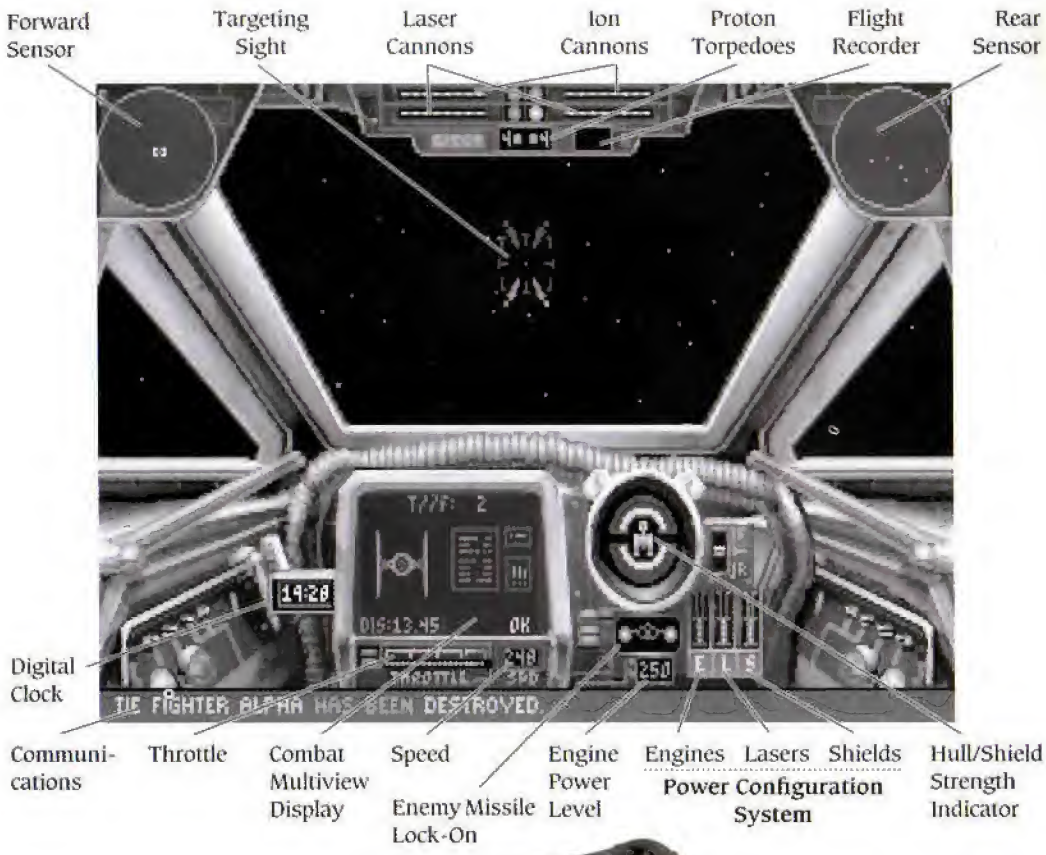


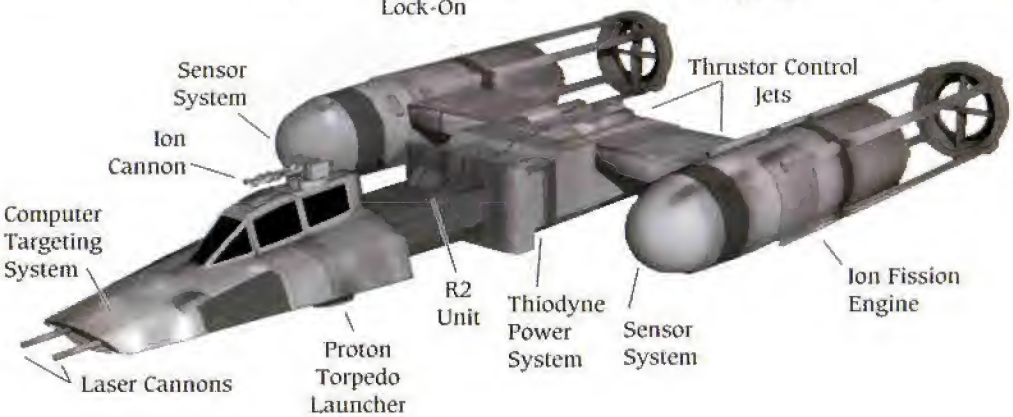
DODONNA/BLISSEX A-WING FIGHTER/INTERCEPTOR



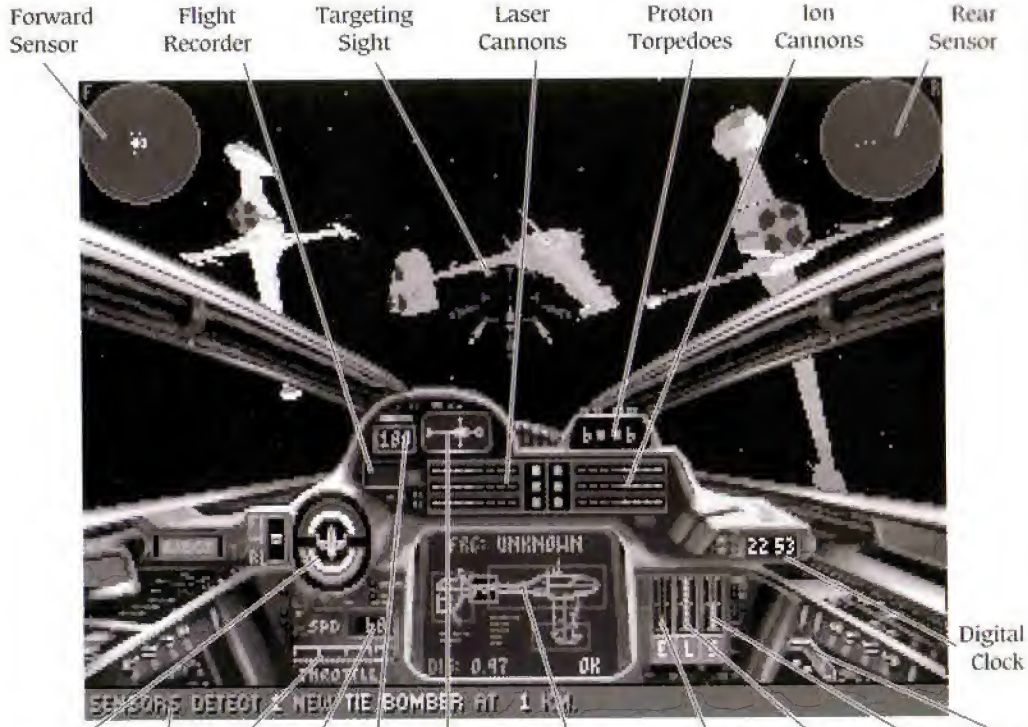


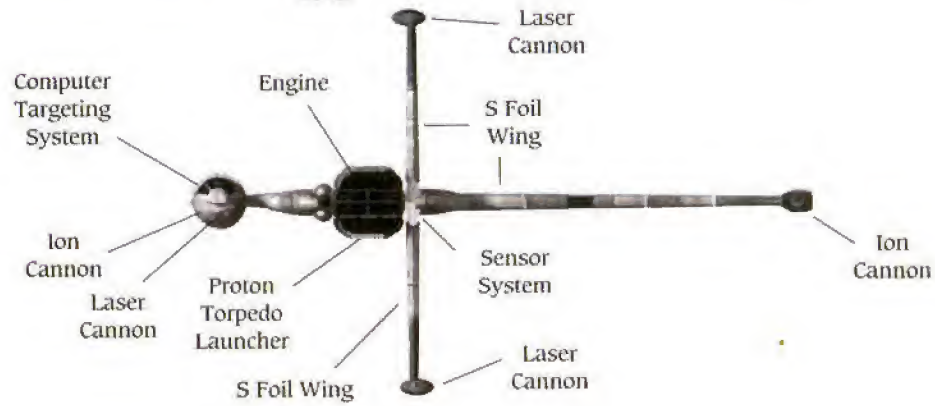
KOENSAYR Y-WING FIGHTER/BOMBER





SLAYN & KORPIL B-WING HEAVY ASSAULT FIGHTER



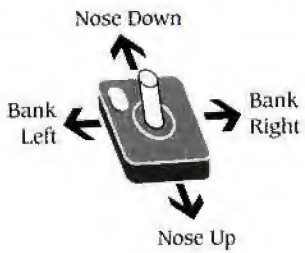


STARFIGHTER COMPUTER SYSTEMS

MANOEUVRE CONTROLS

All starfighters get their forward thrust exclusively through the main propulsion engines. The pilot is able to control the speed through the cockpit propulsion control system. These controls are interlinked with the NAV computer or onboard R2 droid to provide and maintain automatic synchronisation of the directional thrust and stabiliser jets for a smooth turning radius.

JOYSTICK CONTROLS



Pressing top button and moving right/left

Rolls your spacecraft around its axis.

COCKPIT VIEWS

7 Left forward 10 o'clock	8 Forward 12 o'clock	9 Right forward 2 o'clock
4 Over left wing 9 o'clock	5 Straight up	6 Over right wing 3 o'clock
1 Over left shoulder 7 o'clock	2 Rear view 6 o'clock	3 Over right shoulder 5 o'clock
0 Toggles you between "wing-level" view and 45° "high" angle view		. Pilot view with no cockpit

F1 Returns you to the starfighter pilot view from an external or missile view mode.

F2 Selects camera view of missiles/torpedoes. Repeated key presses will step through multiple missile views.

F3 or / Toggles external camera view mode.

8 Repositions camera viewpoint in external view mode.

1. Use the manoeuvre controls to position the viewpoint.
2. Use the joystick/mouse buttons to zoom in or out (or the **Ctrl** key).
3. Press **F4** again to regain flight control.

PROPULSION

The current throttle settings of the engines is shown on the Engine Power Level Display. It is displayed as a horizontal scale along with a digital readout of the current speed.

KEY	FUNCTION
+	Increases throttle
-	Decreases throttle
\	Sets throttle to zero power
[	Sets throttle to 1/3 power
]	Set throttle to 2/3 power
Backspace	Sets throttle to full power
H	Engages hyperdrive. This will effectively end the mission.
F	Toggles S Foil wing position on the X-wing and the B-wing. Lasers cannot be fired with the wings closed.

COMBAT SYSTEMS

POWER

The starfighter's power may be allocated to the engines, shields or lasers in any configuration you choose. This is shown in bar graph form through the Power Configuration System. Be aware of the trade-offs this implies as full power to one system will draw power away from the other systems. For example, full power to the engines will allow much greater speed, but will eventually drain the lasers and shields!

KEY	FUNCTION
F9	Adjusts laser recharge setting
F10	Adjusts shields recharge setting
Shift F9 or ;	Directs energy from your shields to lasers (semicolon)
Shift F10 or '	Directs energy from your lasers to shields (period)

SHIELDS

Current status is shown on the Hull/Shield Strength Indicator. Status is indicated by colour and shade. Bright green is full strength, yellow is medium strength, red is low strength and black is none. Note that hull integrity is indicated in the same fashion on the Hull Display in the centre of the Shield Display. A white flash on any part of these displays indicates a hit.

KEY	FUNCTION
S	Toggles shield configuration. The shield configurations are: All shields forward. All shields rear. Equal distribution of shields forward and rear.

WEAPONS

The current status of your Weapons Systems is displayed above your Combat MultiView Display. It incorporates your Laser Firing Configuration, Missile/Torpedo Firing Configuration, and Laser Energy Levels of your starfighter.

Laser or Missile/Torpedo Firing configuration: The configuration light indicates your current weapon selection. It also lets you know when your weapon is charged and ready to fire. Your weapon is being charged when the light is yellow. A green light indicates your weapon is ready to fire. No light (gray) indicates you are not able to fire lasers or missiles/torpedoes. To charge up your laser cannons, change your power configuration appropriately.

Laser Energy Levels: There is a laser energy level bar for each laser cannon on your ship. Each level indicates the remaining laser charge and its strength. There are two levels of charge. A yellow light indicates a boosted charge and a red light indicates a nominal charge.

KEY	FUNCTION
W	Toggles through weapon systems. X-wing: Laser cannons and proton torpedoes. A-wing: Laser cannons and concussion missiles. Y-wing: Laser cannons, ion cannons, and proton torpedoes.
X	Toggles firing configuration. For missiles or torpedoes the choices are right launcher, left launcher, or both. For X-wing cannons: Single-fire, alternating dual fire-linked, or quad fire-linked. For A-wing or Y-wing cannons: Single-fire and dual fire-linked.
Enter	Fires weapon. (Or use button 1 on the joystick, or the left mouse button.)

TARGETING

The starfighter's targeting systems consist of three highly sophisticated interlinked computer systems: the Combat MultiView Display, Targeting Sight Display, and the Sensor Displays. This combination of systems is designed to enable the pilot to successfully engage and defeat the enemy.

It is very easy to target other starfighters and ships. You may select a target by pointing at and moving it within the targeting sight, and pressing either the top button on your joystick, right mouse button, or CTRL or U key. The selected target will then pulsate orange, be bracketed on your sensors, and be identified in the Combat MultiView Display.

TARGETING SIGHT DISPLAY

This is displayed in the forward view above the instrument panel. It has two or four arrow indicators, which correspond (and are aligned) with the ship's cannons, and a targeting box. The Targeting Sight display has two different modes: cannon mode and missile/torpedo mode.

In cannon mode the arrow indicators will turn light blue and the next-to-fire cannon(s) will have a green or yellow light at the base of their arrow. When a positive firing solution has been calculated for a particular cannon, its arrow and the targeting box will turn green.

In missile/torpedo mode the targeting box will turn light blue. Since it takes some time to acquire a solid lock-on, the target must be kept within the targeting box. The box will turn yellow when it has acquired the target and red when it has achieved a solid lock-on. To achieve a lock on a large ship you must be within six kilometres, for smaller targets, 2.5 kilometres. This is the best time to fire the weapon.

COMBAT MULTIVIEW DISPLAY (CMD)

The CMD has two modes: Identification mode and Targeting mode. Identification mode displays target ID, a schematic of the target, its contents and status, and its distance from your craft. In targeting mode, it assists the pilot by showing the current target as a green cross, the Target Sight. When the enemy ship overlaps the Target Sight, the Lock-on Indicator will light up. This is the best time to fire the weapon.

KEY	FUNCTION
I	Toggles between CMD Identification mode and Targeting mode.
U	Activates CMD and selects ship within Target Sight. (Or use button 2 on the joystick or right mouse button.)
R	Selects nearest enemy starfighter as target.
T	Activates CMD and selects next target.
Y	Selects previous target.
Shift F5 to F8	Stores current target as one of four presets.
F5 to F8	Selects preset target.

SENSOR DISPLAYS

These two circular sensor displays in the upper corners of the forward cockpit view present the forward (on the left) and rear (on the right) long- and short-range sensors. Targets are colour coded for type and brightness coded for distance. The brightest dots are within 1500 meters, medium bright dots are 1500-3000 meters distant, and faded dots are more than 3000 meters away. The targeting computer designates the current target with brackets.

Red dots are	enemy spacecraft	**Green dots** are	friendly spacecraft
Blue dots are	neutral spacecraft	**Yellow dots** are	missiles or torpedoes
White dots are	mines and satellites		

NAVCOM SYSTEMS

ONBOARD COMPUTER / R2 ASTROMECH DROID

Navigation, Communications, and Damage Assessment is performed with the aid of an R2 Astromech droid aboard the X-wing and Y-wing, and with the A-wing and B-wings' on-board Nav Com computer. The R2 droids or NavCom computers act as a second crew-member. This significantly reduces the pilot's workload by allowing him to concentrate on mission objectives while the Droid/NavCom watches over the ship's systems. Your R2 unit is especially helpful in alerting you to incoming enemy missiles. He will ask you if you want the missile targetted. Press the spacebar to answer "yes."

An **In-flight map** will display your current position relative to other starfighters and starships, or sector reference points, such as planets, satellites, etc. The R2/NavCom unit also keeps your mission and its directives on-line and will display it when requested.

The **Damage Assessment Display** will indicate which systems or parts of your starfighter have been damaged, and whether they can be repaired and how long it will take to reactivate them. The pilot may prioritise the order in which repairs are attempted for each system.

KEY	FUNCTION
Spacebar	Skips current scene.
M	Activates In-flight Map display.
D	Activates Damage Assessment display.
B	Activates Mission Briefing directives.

COMMUNICATIONS

Each starfighter is connected through subspace transmission with all Alliance Forces, and have direct communication with other pilots within your squadron, pilots of other squadrons and the fleets High Command. You can give orders to other pilots by targeting them and then assigning one of the following orders:

KEYS	FUNCTION
Shift H	Head Home!
Shift R	Report In!
Shift E	Evasive Manoeuvres!
Shift W	Wait, for further orders!
Shift G	Go ahead and engage!

WINGMAN COMMANDS ONLY

Shift + C — Cover Me, Wingman!

Shift + A — Attack Target, Wingman!
(Note: select target through CMD.)

Shift + I — Ignore Target, Wingman!

During combat there is always a lot of communication. Therefore, many of those messages are colour-coded.

Red	Other Rebel pilots
Blue	R2 droid or Onboard Computer systems
Green	Confirmation and Approval response

AUXILIARY SYSTEMS

EJECTION

In the event that the ship has suffered catastrophic damage, the pilot may eject in the hope of being rescued. Be careful of your ejection location, since a distress signal is sent out immediately after a pilot ejects, which notifies the Rebel Alliance as well as Imperial Forces. Beware, your ejection system may become damaged in battle.

KEY	FUNCTION
Alt + E	Initiates ejection sequence.

FLIGHT RECORDER

To view your actions during combat you must activate your flight recorder. The indicator will light up, and the number beside the camera, which indicates the film percentage remaining, will begin to decrease.

Don't forget to turn it on if you want proof of what happened during the mission!

KEY	FUNCTION
C	Toggles flight camera recorder off and on
V	Allows the current mission recording to be reviewed

During flight you can only review your currently recorded film clip.

DIGITAL CLOCK

Keeps track of remaining time for each mission.

OPTIONS DIALOG

The OPTIONS dialog lets you make configuration changes during the game. There is an options dialog available on the flagship *Independence* and an options dialog during flight.

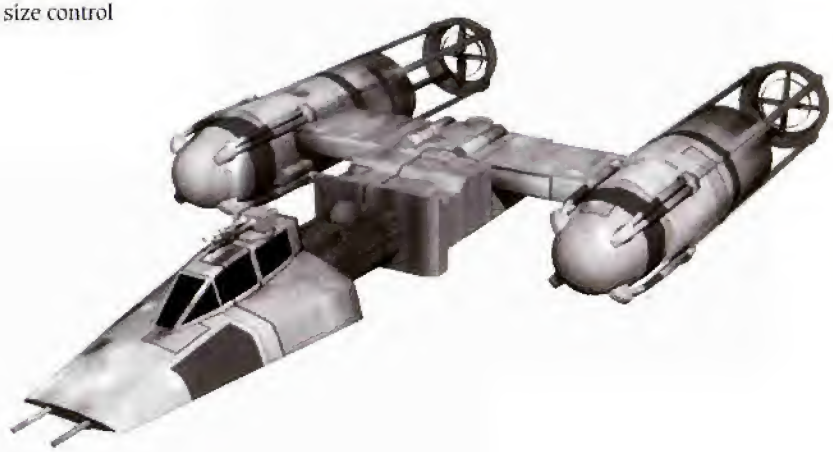
KEY	FUNCTION
Esc	Selects Options Dialog
Alt + C	Calibrates joystick.

Options Dialog on the flagship *Independence*:

Music on/off
Sound-effects on/off
Music and sound-effects volume control
Mission selection new/classic
Text display on/off
Transitions on/off
Exit to DOS

Options Dialog during flight:

Music on/off
Sound-effects on/off
Music and sound-effects volume control
Film Disk Cache on/off
Film Disk Cache size control
Unlimited Weapons
Invulnerability
Player to starfighter collisions detection on/off
Starfield high/low detail (includes hyperspace detail)
Planets and galaxies on/off
Space debris on/off
Starfighter polygon detail levels
Texture/Marking detail on spacecraft on/off
Starship detail levels (includes explosion detail)
Death Star surface detail levels
Exit to DOS



ADDITIONAL INFORMATION

COMBAT TACTICS

Lieutenant Wedge Antilles has come up with some tactics that seem to be working against the Empire. Pay attention because they may save your behind from being laser-roasted.

Historical Missions These missions have not been chosen at random. They recreate some very real situations you may find yourself in. Fly them and practice before you sign up for your first tour.

Shield Strength It is crucial you keep your shields as charged as possible. As you know, all Alliance ships come equipped with power distribution capabilities. This means you can draw power from one system and transfer it to another. The best use of this is to constantly draw power from your laser systems and direct it to your shields, since lasers recharge faster than shields. To do this, keep shield levels recharging at normal rate, recharge lasers at either increased or maximum rate (**F9**) and direct power from lasers to shields until shields are at full strength (tap either **SHIFT**-**F9** or the apostrophe (') key).

I.D. Key Enemies The Empire uses the classic Decoy tactic when attacking a specific target, but it still fools many pilots. A group of TIE fighters or interceptors will feint an attack and occupy a pilot while the real threat sneaks in and destroys what we're trying so desperately to defend. TIE bombers are always a threat. When the Empire deploys a group of bombers, you can bet they're not there to scrap with our fighters.

Also, learn to use the map as a means of spotting attack patterns. If you notice a single TIE group surrounding one of our craft, that's a sure sign they're after it.

The gun camera is another way to find out what is occurring around you. After an unsuccessful mission, go to the film room. Place the camera near the object you are defending and watch to see who attacks it. The Empire assigns specific flight groups to specific tasks. If, for example, TIE bomber group Beta attacks a frigate, then all bombers designated Beta will attack the frigate and all new groups of Beta in that mission will attack the frigate.

Well that's it. Get into your flight gear and report to the Briefing Room. Admiral Ackbar will give you the mission parameters. Remember, the Alliance is depending on each and every one of us to end the tyranny of the Empire.

Good luck...and may the Force be with you.

TOP ACE PILOT

Flying with a quality wingman is as important as being a good pilot yourself. We've just assigned a new Ace to your squadron. He's seen a lot of action so feel free to request his help on a mission if you need some battle savvy around.

USING THE TOP ACE PILOT

The TOP ACE pilot can be used as a skilled wingman, to view any of the Tour of Duty cutscenes, or to fly any of the Tour of Duty missions (from HISTORICAL COMBAT) in any order.

To use TOPACE5 as a wingman:

❶ From the **Pilot Assignment** screen, click on the ship you want Top Ace to pilot.

❷ Select TOPACE5 from the list of available pilots. His picture will appear and his name will highlight yellow. He has now been assigned to that ship.

To fly any of the missions from the original three Tours of Duty:

❶ From the Registration Desk, select TOPACE5 as your pilot.

❷ Move the pointer to the door on the left and select ENTER SPACEPORT.

❸ Select HISTORICAL COMBAT by clicking on the centre door on the upper level of the Spaceport.

❹ Click on the upper arrows until the desired tour is showing.

❺ Click on the lower arrows until the desired mission is showing.

❻ Click on the door to the right to select ENTER COMBAT BRIEFING.

You will go to the BRIEFING ROOM to prepare for the mission. The briefing procedure is identical to previous missions.

To view any of the cutscenes from the original three Tours of Duty:

❶ From the Registration Desk, select TOP ACE5 as your pilot.

❷ Move the pointer to the door on the left and select ENTER SPACEPORT.

❸ Select VIEW TOD CUTSCENES at the desk to the right on the upper level of the Spaceport.

❹ Click on the arrows to select desired cutscene.

❺ Click on the door to the right to VIEW CUTSCENE.

If the Top Ace is unfortunately killed or captured while acting as a wingman, he can be revived. To do this:

❶ Select TOPACE5 from the list of pilots at the Registration Desk.

❷ Select MODIFY PILOT below the pilot information.

❸ Select REVIVE.

The Tour of Duty cutscenes and missions may still be accessed, however the Top Ace will now be a Flight Cadet with a TOD Score of zero, and will have a ROOKIE skill rating.

The Top Ace can also be restored to original condition. When **X-Wing CD** was installed on your hard drive, a backup copy of TOPACE5.PLT was also installed, called TOPACE5.BAK. To restore the Top Ace to full score and skill level:

❶ From the X-WingCD directory (C:\XWINGCD>) type: **copy topace5.bak topace5.plt** and press RETURN.

This will write over the old Top Ace pilot while still keeping the backup copy.

TROUBLESHOOTING

DMA Conflicts While playing X-Wing CD with a Sound Blaster or compatible, it is possible to trigger a digitised sound effect and then immediately cause your hard drive to be accessed. If your sound board and hard drive controller are both configured to use the same DMA channel (usually channel 1), then this may cause your system to lock up, or to freeze for a period of time.

To test for a DMA conflict and to fix it, refer to your README file. To read the README file:

❶ From your X-WingCD directory (C:\XWINGCD>) type **install** and press RETURN.

❷ Select **Read the READ.ME file** and press RETURN.

❸ Read section **VI) SoundBlaster Issues**.

Advancing Through Missions If you complete and win a mission in a Tour of Duty but are not allowed to advance to the next mission, make sure you have not changed the original settings for **starfighter collision**, **vulnerability**, or **weapons limitations**. If any or all of these have been changed, you cannot advance to the next mission until the mission has been won with starfighter collision "**on**," weapons "**limited**" and you are "**vulnerable**."

Memory Concerns If you are using DOS 6.0, to play X-Wing CD be sure to run the MemMaker utility.

We recommend using EMM386 found in DOS 5.0. If you are using a different memory manager, please consult that program's manual to be certain it is installed properly.

Sound Cards If you are experiencing problems with your sound card, try running the diagnostic software that came with your card. Most sound card problems are due to configuration errors. If you are using a sound card that is not listed on the system sticker on the outside of the box, or are running a sound card in emulation mode, your sound may not perform optimally. Sound card performance will also be affected if you do not have enough free memory. Please be certain that you meet the minimum requirement for free RAM.

Mouse Setup If you are having difficulty with your mouse, please be certain that its device driver has been installed and loaded properly. Windows and other software packages often have built-in mouse drivers that will not function outside of their own environment. Most mouse drivers can be loaded by typing "mouse" or a similar command at the C: prompt. Please consult the original documentation that came with your mouse to find more information about enabling commands.

Erratic behaviour in a mouse may also be due to a hardware conflict or incompatible mouse driver. Please check with your mouse's manufacturer to be certain you are using the most recent mouse driver version.

Memory Concerns To receive speech, music, and digitised sound effects, X-Wing has a **minimum** requirement of 2MB EMS.

DOS 6.0 provides a memory management utility called MemMaker. Please refer to the documentation provided by Microsoft to learn more about the MemMaker utility and how its use may help you free up memory.

If you are using DOS 5.0 and a third party EMS driver (QEMM,386 Max, etc.) and are having difficulties, please refer to that program's original documentation to be certain it is installed and configured correctly.

Technical Assistance Our technicians are on duty from 10:00am to 1:00pm and 2;00pm to 5:00pm Monday to Friday. If you are having difficulties and are unable to solve them using the above suggestions, please contact us on (081) 964 8242 and we will be more than happy to assist you. When you call, please be either sitting in front of your computer or have a complete and detailed list of your machine's current software and hardware configuration so that we may more readily assist you.

CREDITS

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Special Thanks to George Lucas

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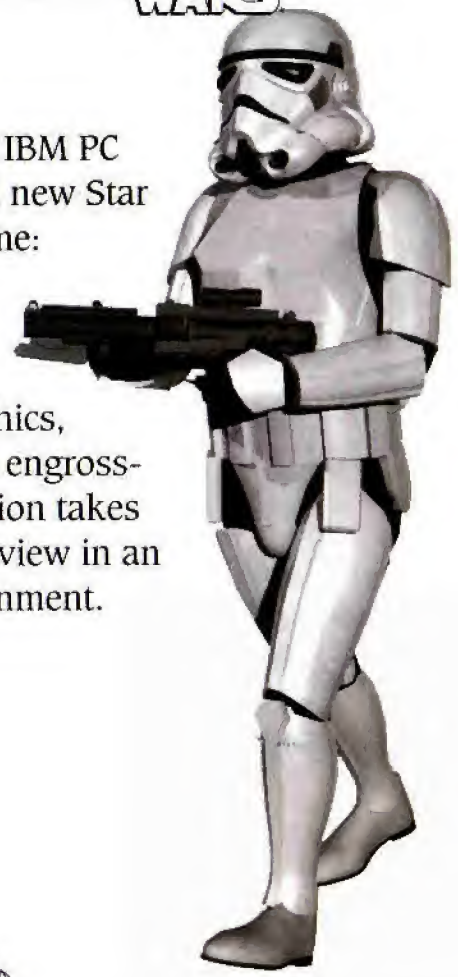
DARK FORCES™



Coming soon for the IBM PC CD-ROM is a brand new Star Wars 3D action game: **Dark Forces.**™ This first-person perspective game will feature fully texture-mapped 3D graphics, fast-paced action and an engrossing story line. All the action takes place with a 360-degree view in an ultra-realistic, 3D environment.

In **TIE Fighter**, the thrilling sequel to X-Wing, you portray a new Imperial Navy recruit as you battle the Rebel Alliance. Train and fly in six Imperial starfighters under the command of Darth Vader himself.

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